

Mia Biehler

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Creative and analytical graduate student pursuing user experience design and research.

EDUCATION

North Carolina State University

Raleigh, NC

Master of Graphic & Experience Design | Expected May 2027

Bachelor of Graphic & Experience Design, Minor in Psychology | May 2024

- Cumulative GPA: 4.0 / 4.0
- Dean's List, all semesters
- Study abroad: NC State European Center, Prague | Jan 2024 - May 2024

EXPERIENCE

Research Assistant, Laboratory for Analytic Sciences

North Carolina State University | Raleigh, NC | May 2026 - Present

Built a stakeholder survey (15 responses) with a co-RA, narrowing 12 proposed AI features to 4 priorities for intelligence reporting workflows.

- Ran journey mapping and 3 usability sessions on a prompt-engineered interactive prototype, shaping AI-integrated user flows within existing system constraints.
- Prototyped 4 AI features and 2 interface flows from stakeholder feedback; delivered the features production-ready with developer documentation plus a future-facing concept prototype.

Teaching Assistant, Visual Representation in Design

North Carolina State University | Raleigh, NC | Jan 2026 - Present

- Collaborated with the instructor to design learning outcomes and curriculum for 15 students.
- Built course projects from the ground up, basing assignments in education theory and research.
- Taught and guided students through in-class activities, providing real-time feedback and instruction.

Creative Consultant

Training for Warriors | Charlotte, NC | Jun 2023 - Jan 2025

- Developed a cohesive digital and print system guided by insights and brand research.
- Partnered with event stakeholders to align visual hierarchy and interaction flow across touchpoints.
- Offered strategic input and innovative solutions to align visual assets with company goals.

Studio Attendant

NC State Virtual Reality Studio | Raleigh, NC | Jan 2022 - Jan 2024

- Supported usability of emerging VR tools by observing user interactions while noting accessibility barriers.
- Assisted patrons with onboarding to new 3D and immersive software, improving their confidence.
- Troubleshooted technology issues as they arose and documented patterns in user feedback.

SKILLS

Proficient: Cursor, Claude Code, Adobe Creative Suite, Figma, User Testing, Usability Testing

Familiar: Blender, Unity, Glyphs 3